

# BROBDINGNAG

Brobdingnag #80

1966AV (F'10)

24 January 1968

Game 1966AV

Fall 1910

RULE BRITANNIA!!!

WELLS' FOURTH WIN!!

EQUALS SMYTHE'S RECORD!

ENGLAND (Wells): Army Wales to Holland. Fleet English Channel convoy army Wales to Holland. Fleet North Sea convoy army Wales to Holland. Army Burgundy to Munich. Army Ruhr support army Burgundy to Munich. Army Paris to Burgundy. Army Sweden to Berlin. Fleet Baltic convoy army Sweden to Berlin. Fleet Kiel support army Sweden to Berlin. Fleet Piedmont to Tuscany. Fleet Tyrrhenian Sea to Rome. Fleet Tunis stand. Fleet Mid-Atlantic Ocean to Western Mediterranean Sea. Fleet St. Petersburg, north coast, stand. Fleet Ankara stand.

RUSSIA (Zelazny): Army Warsaw to Livonia. Army Prussia support army Warsaw to Livonia. Army Silesia support ~~GERMAN~~ army Munich. Army Serbia to Budapest. Fleet Aegean to Ionian Sea. Fleet Greece support fleet Aegean to Ionian Sea. Fleet Bulgaria to Constantinople. Fleet Black Sea to Ankara. Army Armenia support fleet Black Sea to Ankara.

ITALY (Francis): Army Trieste to Tyrolia. Army Venice support Trieste to Tyrolia. Army Albania to Serbia. Fleet Naples support RUSSIAN fleet Aegean to Ionian Sea.

GERMANY (Shagrin): No moves received. Armies Munich and Vienna stand.

Underlined moves do not succeed. The English fleet Ankara is annihilated being dislodged and having no space open for retreat. The German armies Livonia and Tyrolia are likewise annihilated, being dislodged and having received no orders.

As a result of these moves the belligerent powers control the supply centres listed below:

ENGLAND: 3 home, 3 Scandinavian, St. Petersburg, Berlin, Kiel, Holland, Bulgaria, Brest, Paris, Marseilles, 2 Iberian, Tunis, Rome. 18 in all. May build 3 as there is no room for 4.

RUSSIA: Sevastopol, Moscow, Warsaw, Smyrna, Constantinople, Ankara, Rumania, Bulgaria, Greece, Budapest. 10 in all. May build one.

ITALY: Naples, Venice, Trieste, Serbia. 4 in all. No adjustment.

GERMANY: Munich, Vienna. 2 in all. No adjustment.

# The builds:

Wells submitted builds for England on a conditional basis. They are, Build fleet London. Build fleet Edinburgh. Build fleet Liverpool. Zelazny, playing Russia is, of course, entitled to his build. However, when he makes it there will be a total of 33 forces on the board of which England will possess 17, an absolute majority. Therefore, Charles Wells, playing England, is hereby declared the winner of game 1966AV. Congratulations, Charles!

As most will know, Charles Wells won game 1965A, in Graustark, playing Turkey. That game was not only his first postal game but his first game of Diplomacy of any sort. In fact he tells me that he hadn't seen a rulebook until about 10 days before his first moves in that game were due. Later he again won playing Turkey in another Graustark game, 1965F. In 1965M, in Costagnana, and later in ADAG, he won playing France, the only victory for France so far appearing in a standard postal game.

This win, in 1966AV, is, therefore his fourth, a dizzy pinnacle of eminence only previously reached by John Smythe. Very best wishes, Charles, and many more of them.

The gamesmaster would like to thank all players who have played their positions through to the end, the game's end or their own. A summary of the action of the game is given below. Early in the game's progress Monte Zelazny suggested that players should send in comments about the game along with their moves. These received are published below along with the gamesmasters comments.

## Game 1966AV

Magazines: Broddingnag. Gamesmaster: John McCallum. Players: England, Charles Wells. France, Edi Birsan. Germany, Richard Shagrin. Italy, Dave Francis. Austria, James Munroe. Russia, Monte Zelazny. Turkey, Dave Lebling.

Of these players Charles Wells was the only one of very extensive experience of the postal game when play began. He had, in fact, already achieved his first victory at that time. Edi Birsan and Dave Lebling had been in a few games for a month or two previously. All the others were newcomers to Postal Diplomacy at the time, although all four entered other games more or less simultaneously with this one.

	<u>1901</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>
<u>England</u>	4	6	6	9	8	10	10	14/13	16	18/17
<u>France</u>	4	2	2	OUT						
<u>Germany</u>	6	6	7	9	12	11	11	7	5	2
<u>Italy</u>	4	5	5	6	6	5	5	4	4	4
<u>Austria</u>	5	6	5	3	1	OUT				
<u>Russia</u>	6	6	7	7	7	8/7	8/7	9/7	9	10
<u>Turkey</u>	4	3	2	OUT						

In the supply centre chart a fraction, as 8/7, indicates that the country had a number of supply centres as given in the numerator, and forces as given in the denominator. In this game all failures to build to the limit were due to an inability to do so.

### 1901, Spring

Usual developments in the east, including Russo-Turkish stand-off in the Black Sea. In the west England played to Channel and France moved all its forces, including its fleet toward the eastern frontier.

### 1901, Fall and Winter.

France gained only Spain and built a fleet for it. Germany gained both low countries as well as Denmark. Russia built fleet in Sevastopol to counter Turkish Fleet now in Black Sea.

Shagrin, Germany: I will comment on Monte's idea of sending in our secret hopes and fears. I like the idea and here are mine:

Immediately upon notification of the fact that I was the Kaiser, I groaned and tore my hair. Next to Austria, Germany is candidate numero uno for dismemberment, and my immediate objective was to set up a system of alliances and non-aggression pacts that made my survival certain and my growth and expansion easy. I was lucky. England, my first choice as an ally, agreed to an alliance--as I threw in almost everything I had to offer, it was not too surprising; but I was not long for this world if I did not secure it. I offered to become solely a land power if England would become solely a sea power, so that I would have only armies, and England only fleets. I suggested that an attack on France might be a good idea, but England had already suggested it in a letter that crossed mine in the mail. We have an agreement to tie this game, and that neither of us will grow more than one unit more powerful than the other without the other's consent. I also sent feelers to France, in case England was going to be obstinate about the whole thing, and tried to project a defensive minded player, who was more worried about securing the low countries, the safety of Munich, and afraid of attack by the Russians and English, than interested in attacking France. In the East I had some good luck--Russia, Germany, and England, came to the only rational division of the Scandinavian countries, one to each, and Russia moved south on Turkey, with the aid (somewhat, if not entirely, untrustworthy) of Austria, with whom I also have a non-aggression pact, but who is target number two after France, as nearly as I can foresee future developments. At first I ignored Italy, despite invitations to dismember France in conjunction with him. I even warned France about Italy, hoping to draw defenders to the south, but it has not worked. I am about to "ally" with Italy, but if Italy thinks France and Iberia are large enough for England, Germany, and Italy, he is in for a shock. After the division of France (Iberia and Brest to England, Paris and Marseilles to Germany) Italy will be the target as England moves into the Mediterranean with its fleets in force. I will

help out overland through Marseilles and Tyrol, but I think I will probably join Russia in a simultaneous attack on Austria, with my reward being Vienna, Budapest, and Serbia, and Russia's being the Austrian part of Turkey and the rest of the Balkans. At that point, Germany will be left the central power and may be crushed between England and Russia, but a quick strike in one or the other direction should either win the game for me, if England proves unwilling to tie it, and attempts to attack me, or else tie together England and I will dismember Russia and tie the game. At this point, at least, I place a lot of trust in Charles Wells, the English player, and I have resolved that I will not be the first to stab our alliance in the neck. I wonder if I will live up to my resolve. We are about to stage a quarrel, and I will be losing Holland or Belgium, in order to demobilize my fleet, and hopefully draw other players off guard, France especially. ((The "quarrel" mentioned was a press release attack which Germany proceeded to launch against England. -jamcc))

#### 1902, Spring.

Germany pushed armies into northern France, as England sent fleets to the Mid-Atlantic to encircle the country. In the east both Austria and Russia pressed attacks on Turkey.

Lebling, Turkey: I do not trust Austria any further than I can throw him, but at least he says he'll cooperate. Italy and Russia are definitely hostile, and besides, I've got to fight Russia, he writes good propaganda against me.

#### 1902, Fall and Winter.

France fell back before the Anglo-German onslaught. Austria divided its forces into two: half used in an attack on northern Italy, the remainder continuing the Turkish war. Germany ceded Holland to England so as to destroy its fleet, and to lend verisimilitude to its propaganda attacks on that country.

Shagrin, Germany: I wonder if it is wise not to double cross England now. It could be done easily, and the capture of Holland will leave me as weak as I will ever be. Still, I have undertaken this alliance, and will not be the first to cast it aside.

Lebling, Turkey: Austrian doublecross was expected, sort of. Russia has expressed willingness to help; seems to mean it. Italy is still unconvinced about Austrian hostility; maybe now he'll believe me.

Shagrin, Germany, with Winter move: Well, we're trying it. I don't know who it will fool, but it seems a shame to let the opportunity to fake everybody go to waste - I believe that our alliance is strong and firm. Pray to the gods of Diplomacy that it is, for I am in sad shape if

Wells has led me down the primrose path.

((Pray not for aid to One who made  
A set of never changing laws.  
But in thy need, remember well,  
He gave thee speed, or guile, or claws.))

### 1903, Spring.

Russia pressed attack on Turkey. Austro-Italian war continued. France fought on in south with only two forces remaining. Germany dared war with Russia through capture of Sweden.

Shagrin, Germany: It appears that the attempt to delude the rest of the players into thinking that England and Germany were fighting had probably succeeded. It was decided that Germany would determine the moves of both England and Germany for the next five game years, with England having the right of review, and change without notice. However, a major portion of the risk of coalition has been removed, namely the errors leading to animosity will be made by mistake. It certainly appears at this point that Russia will attack Germany, and steps to eliminate this threat are being taken. It is indeed unfortunate that Germany overcommitted its forces in France; still the situation is not hopeless, although nothing but Russian errors or lack of desire to make an unforgiving enemy can protect the people of Berlin from capture and despoilation at the hands of the Cossacks and others of the Slavic horde. However, as a *causus belli*, nothing will serve better, although it requires that Austria be left alone, and perhaps encouraged...a situation not at all to my liking. Still, one enemy at a time, softlee softlee catchee monkey. I no longer count France, as Birsan's elimination is merely a matter of time. The real problem in the south is Italy, and I think that a break of our false alliance will be necessary soon. I have no intention of allowing her to keep Marseilles. If France was determined to leave the game he should have stayed out, or else should have tried army Portugal to Spain and kept the Italians out.

As a review, our program as revised and ammended: Complete the conquest of France, attack Russia and aid Austria in attacking Italy and assist our alliance to become supreme in the north and on the sea - then, Austria. A 17-17 split is still my goal. As for Charles ...time will tell.

### 1903, Fall and Winter

First main shift in war: Russia continued attack on Turkey, but suddenly moved most of its southern forces against Austria. The latter, with most of its strength in or near Italy was not able to withstand the attack.

Shagrin, Germany: I have decided to win. The 17-17 split has been done again. Greed and time have overcome yet another alliance. I'm attacking Russia, and have broken my word not

to do that, anyhow. Besides, I can always change my mind if Britain performs some outstanding act of self sacrifice.

#### 1904, Spring

With the conquest of France, and possessions, nearly complete, Germany continued moving units east against Russia, in co-operation with England. Russia, defeated in the north, pressed attacks on Austria and Turkey. Italy also fought Austria which occupied part of the former country.

Shagrin, Germany: Russia and Italy, both at once! Still, with Austria giving them both some trouble, we shall overcome. Question - When to stab England? Never?

#### 1904, Fall and Winter

The French and Turkish remnants finally out of the war. Russia pushed strongly into the Balkans, with Italy also securing gains there, but Russia was under very heavy Anglo-German pressure in the north.

#### 1905, Spring

The Anglo-German pincer movement continued: English fleets steamed steadily eastward in the Med, and German armies advanced into central Russia and southward into Austria. Austria, reeling under Italo-Russian blows, was down to two forces.

Shagrin, Germany: "Whew! Gott sei dank!" and like that there. If I had been England, this would have been the turn I moved to the North Sea, etc., and started attacking Germany. Now I have a chance to take it to the last minute, and capture an extra supply centre or two and win. Soon I will be able to guard my rear and England's chance is finished. But no fleets, that would be a dead giveaway.

Francis, Italy: I wish I knew whether Germany double crossed England and, if so, if England intends doing anything about it. This is an interesting game.

#### 1906, Spring

The German attack had spread into northern Italy but the latter country managed to withstand the invaders. Germany continued to press heavily on the Russians in Austria and the Balkans.

#### 1906, Fall and Winter

Austria finally left the war, fighting to the last. The main front ran through northern Austria to the Ukraine with Germany pressing southward and the Italo-Russian alliance pressing northward across it. Italy, in the meanwhile was attacked from the rear by a marauding English fleet.

Francis, Italy: What is the matter with Charles Wells? Does he normally play for second place? ((Th at about a man who has won 4 games, and, even then, had won two.-jamcc)) He has passed up at least two chances to nail a wide open Germany and have a good shot at winning. If he doesn't hit Germany this year he's giving him the game on a platter.

#### 1907, Spring

With the Germans seizing Sevastopol all Russian supply centres were occupied but Russia could still fight on, quite strongly, due to its Turkish and Balkan conquests.

#### 1907, Fall

Russia re-occupied Sevastopol: the spring position was the high water mark of German expansion

#### 1908, Spring

A very complicated situation developed in Austria and southern Russia with both Germany and Russia having armies behind the other's lines. English fleets continued to sail eastward in the Red.

#### 1908, Fall

The major break of the game. England continued its attacks on Russian territory, for instance in Turkey, but also sieged Marseilles and Bulgaria from its German ally.

Wells, England: Well, the time has come...

Zelazny, Russia: I think that Wells is going to climb all over Shagrin as soon as Naples, Rome, and Smyrna fall. But Shagrin has blind faith.

Francis, Italy: Somehow I have a feeling I'm about to hastily depart from the game but I'll keep trying. I predict an English stab this fall or next spring.

As will be noted every player, with the exception of the victim, foresaw the stab. As this is the crux of the game, further comment will be given on what happened here, at the end of the main summary. From this point on Shagrin submitted no more moves and the whole game changed its character.

#### 1908, Winter

England's builds consisted of three armies. These were the first armies England had other than the Liverpool army with which it began.

Francis, Italy: 66AV is becoming interesting again. There is a chance we may be able to stop England if Germany will ally with Russia and myself.

1909, Spring. England advanced fleets, rather daringly, into Constantinople and Greece, where they had no support. Russia, with Italy assisting, grabbed the Ionian, cutting these fleets off.

1909, Fall

England took over German positions in western Europe. Russia solidified its position in south-eastern Europe. However, Italy missed a move, preventing the annihilation of the English fleet in Greece, and also resulting in a difficult position for the eastern alliance in Austria.

Wells, England: (With winter builds): I was kind of hoping that if I had three opponents they'd fall all over themselves, but I didn't expect such luck.

1910, Spring

The English fleet in Greece was annihilated, and forces manoeuvred to do the same to the one in Turkey in the fall. Russia pushed strongly northward towards St. Petersburg and eastward towards Germany to meet the advance of English forces.

1910, Fall

Italy and Russia were now presented with a tricky problem. The continued mopping up, by England of German supply centres in the west, which they could not prevent, meant that England would have 17 forces after the builds. There was also an English fleet threatening Naples and Rome. If England took either the game would be over. It was easy to defend the Italian bases by a self-stand-off move but to do that would mean abandoning the German army in Munich to its fate and it would then be annihilated in Spring 1911, giving certain English victory. They decided to take the gamble on Italy, use Italian armies to force an advance to Tyrol where they could give additional support to Munich next year, and transfer a supply centre from Russia to Italy so that the guess in Italy would not have to be repeated. An excellent plan which, however, left the 50-50 gamble in Italy, should Rome be defended or Naples, since they could not now defend both. Francis, playing Italy, opted to defend Naples, Wells, playing England struck at Rome, and the game was over. All three players recognized the heart of the problem as shown by their letters below.

Francis, Italy. We have a 50% chance of achieving a 17-17 stalemate. If we do, what happens then?

Zelazny, Russia: The realization that Wells could very well end it on this turn is frightening. Everything hinges on Italy's choice now.

Wells, England: Let's see, if I gain Berlin AND Rome, I'll win. Otherwise the game will go on. They can certainly hold me to a draw if Germany comes alive again. They might anyway.



Gamesmaster's general comments.

The same mail that brought the final set of moves for this game also brought the most recent issue of Strategy and Tactics. Rod Walker's Diplomacy column dealt, this issue, with alliances. He mentioned, as has frequently been pointed out before, that a very common development in the opening years of the game is for the northwest corner of the board and the southeast corner to become, for a time, independent games, with little or no interaction between the two halves. When this happens there are many possibilities in the southeast: a two-vs-two war can develop in several ways; three powers join in mobbing the fourth; two separate battles of one against one may occur with little early interaction between them.

In the north-west, however, things are different. With only three powers, a two versus one war ensues and the only question is, which is to be the odd man out. As Rod points out, an Anglo-French alliance against Germany is a very common choice; a Franco-German alliance against England is only a little less popular. However, the third possibility, an Anglo-German assault on France, is, by far, the least frequent of the available patterns. Rod continues, in his article, that it is an advantageous alliance with far reaching possibilities. Its success in this game would appear to give support to that point of view.

In fact, that alliance, and its eventual breakdown, was almost the only feature with any recognizable form in the game. Of course, in reaction to that alliance, and to its remaining member after the stab, an Italo-Russian alliance did eventually form and maintain itself. However, except for those features, the game was a very amorphous one. It was grab as grab can - Krieg ist Krieg und Schnaps ist Schnaps - and every man for himself. In the early years, for example, Italy simultaneously fought the Anglo-Germans and also the French, who were themselves fighting the Anglo-Germans. At the same time, on his other frontier he was fighting Austria. Austria, similarly, had concurrent wars with the Italians, the Germans, and the Russians, although the Germans and the Russians were also at war with one another. In this respect, at least, the game was not typical of the Great War period, but far more resembled the world of the Italian states in the Renaissance.

Although the outcome does support Rod Walker's view of the value of an alliance between Germany and England, the development of the game was far from being in accord with his ideas. One of the reasons that he likes the Anglo-German alliance is that it is possible, after the opening few moves, for the two members of it to expand on diverging lines, so that they don't seriously interfere with one another. In this game, on the contrary, their forces and property were hopelessly intermingled. This was probably due, in the first instance, to the terms of the treaty of alliance by which England could build no armies at all. This, in turn, meant that they had to support each other in attacks on third powers, long after the point where, in a more normal development, they would be going their separate ways. Even with this treaty feature, it seems to me that the

risk of later trouble could have been lessened by swapping off territory, Germany taking Norway and St. Petersburg, say, in return for Paris and Marseilles, allowing each to have a well rounded empire, without too much contact with the other's. However, such trades were not arranged and each had territory surrounded by property of the other. In the nature of the case, England, with many fleets, had the flanking position on all the outlying pieces of German property and it was inevitable that eventually the temptation to take them over would become irresistible. England was then able to surge ahead and win the game.

Comment on the game by players and spectators is invited.

In case anyone is wondering what has happened to the comment on game 1966AQ, the difficulty is that we lost track of Earl Thompson for over a month. He moved and, at first, sent no forwarding address at all. Then he sent an address, which proved to be wrong, and mail sent to him has been trickling back to Halston. I believe that I now have the correct address and that contact has been re-established. In any event, as games 1966AQ and 1966AV were run concurrently, starting 3 weeks apart, and ending just over a month apart, it is suitable that comments on both should appear in the same issue. But, for the gamesmaster at least, the feel of the two games was quite different; I don't know if that difference was felt by others.

#### The German Collapse.

As Richard Shagrin's failure to submit moves for Germany after 1908 was crucial as far as the later development of the game was concerned, it may be advisable to set out, for the record, what happened. As will be noted all concerned, apparently including the Post Office, erred.

Moves for Spring 1908 were received from all players. The moves from Shagrin, playing Germany, included a conditional retreat. Also included was a complete set of moves for Fall 1908, marked tentative, but with no statement of the conditions under which they were to be used. Notification of the Spring moves was sent to all players by carbon copy letter sent out on Tuesday, the 19th of September. In that letter a deadline was set for Tuesday the 2nd of October. This is, of course, an error, as the 2nd was a Monday. For the normal 14 day deadline, then applying in this game, the deadline should have been given as Tuesday, the 3rd of October.

As I understand the note later received from Shagrin (and I am not sure that I do as it is not very clear) he did not receive this carbon copy letter. If he did not then the first notification of the moves for Spring that he would have received would have been obtained from BROB 70, published on Friday, 22 September. I can not now be sure, but a Friday publication of BROB will almost invariably mean that it is mailed after the local Post Office closes for the night, so that effectively we can regard the issue as being in the mail the morning of the 23rd. This would mean, for someone who

had not received the earlier carbon copy letter, an effective deadline interval of 10 days, a very short one.

On the deadline, which was treated as Tuesday the 3rd, not the 2nd as erroneously given, moves had been received from all surviving countries with the exception of Germany. A day's grace was allowed and, no moves having been received from that country, the next issue of PROB, containing the Fall 1908 orders, was run off on Wednesday 4 October. The tentative set of Fall orders, earlier received, was used. On the following day, a new set of orders was received from Germany, postmarked Monday 2nd.

From the point of view of running the game I don't see that anything could have been done other than as it was. The full standard period of 14 days was allowed, plus one additional day's grace. Moreover it should be noted that mail to and from Spokane is reasonably prompt here in Ralston. 3 days is the usual time. I cannot tell, of course, when the issue of PROB effectively mailed on the 23rd reached Spokane but my guess would be that the 27th would be the latest. A prompt reply would almost certainly have reached here before the deadline. As we have seen the actual reply was mailed on the 2nd, a day ahead of the deadline, by surface mail, and did not make it. In justice to Shagrin it must be pointed out, however, that he would almost certainly see the matter from a rather different point of view.

1. As he would see it, if he didn't get the carbon copy letter, he was only allowed 10 days over-all, instead of the advertised fourteen.
2. When issue 71 appeared it contained not his recently submitted moves, but another set, prepared some weeks earlier.
3. In the same issue, he was faced by a stab from his former ally.

In the light of all of this he may very well have decided that he was opposed by a malign fate, and may have decided to abandon the unequal struggle. Whatever the reasoning behind his action he mailed no more moves for the remainder of the game.

It should also be pointed out that the moves which Richard sent, and which were too late to be used, were superior moves to those previously submitted by him. He did not appear to anticipate the stab and the moves gave him no additional protection against his ally, England. However, they were much better against the official enemy, Russia, and, had they been received on time, would have left him with a far more favorable position, either for battle or for bargaining.

It will be noted that I have stated that he mailed no moves after that period; a glance at PROB 72 will show, however, that Germany's removals are indicated. When these removals were not received by the deadline date, I phoned Shagrin to discuss the situation. He made some comment about being "kicked out". I pointed out that no one is kicked out of a game in PROB, that the position was his to do as he saw fit with. I had hoped that this conversation

would persuade him to either play the position himself, or to resign so that it could be re-assigned. In spite of all the position was, at that time, still a powerful one. However, he followed neither course and the position of Germany deteriorated steadily from that point on.

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New Blood.

Ed Halle, 107 SE 8th St., Gainesville, Fla., 32601, writes to say that Barry Ellis, 3861 Brighton Drive, Calgary, Alberta, Canada, is interested in the game.

And the following have written to declare their own interest:

Frank Lunney, 212 Juniper St., Quakertown, Penna., 18951

Leigh Edmonds, 175 Moray St., South Melbourne, Victoria, Australia.

Robert Chamber, 79-10 39 Ave., Jackson Heights, New York City, NY, 11372.

Paul F. Watterson, Jr., 129 Pilgrim Place, Valley Stream, NY, 11580.

Bill Stone, Box 547, Fredericksburg, Va., 22401.

H. Jeff Powell, 606 Mountain Place, Burlington, North Carolina.

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Don Greenwood, Box 280, RD 2, Sayre, Penna., 18840, writes to say that his journal Panzerfaust will sponsor an off-shoot to be called Pennyorker. This will be a forum where game players in Pennsylvania and New York and in the border districts of neighboring states, can arrange games, either postally or face-to-face. Games include not only Diplomacy and standard war games, but also, for example, bridge and the like. Write Don for details.

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Diplomacy is the copyright trade name of a game manufactured and sold by Games Research, 48 Wareham St., Boston, Mass., 02118. The postal version of the game has given rise to some 20 or more amateur magazines, still living, and about three times that number, now defunct. Proddingnag belongs to the former category but due to now having no games to report, may soon go into hibernation until the summer when it will be temporarily taking over several Graustakk games. Proddingnag is edited and published by John McCallum, Ralston, Alberta, Canada. It sells for ten cents a copy with a similar rate for subscriptions and back copies.